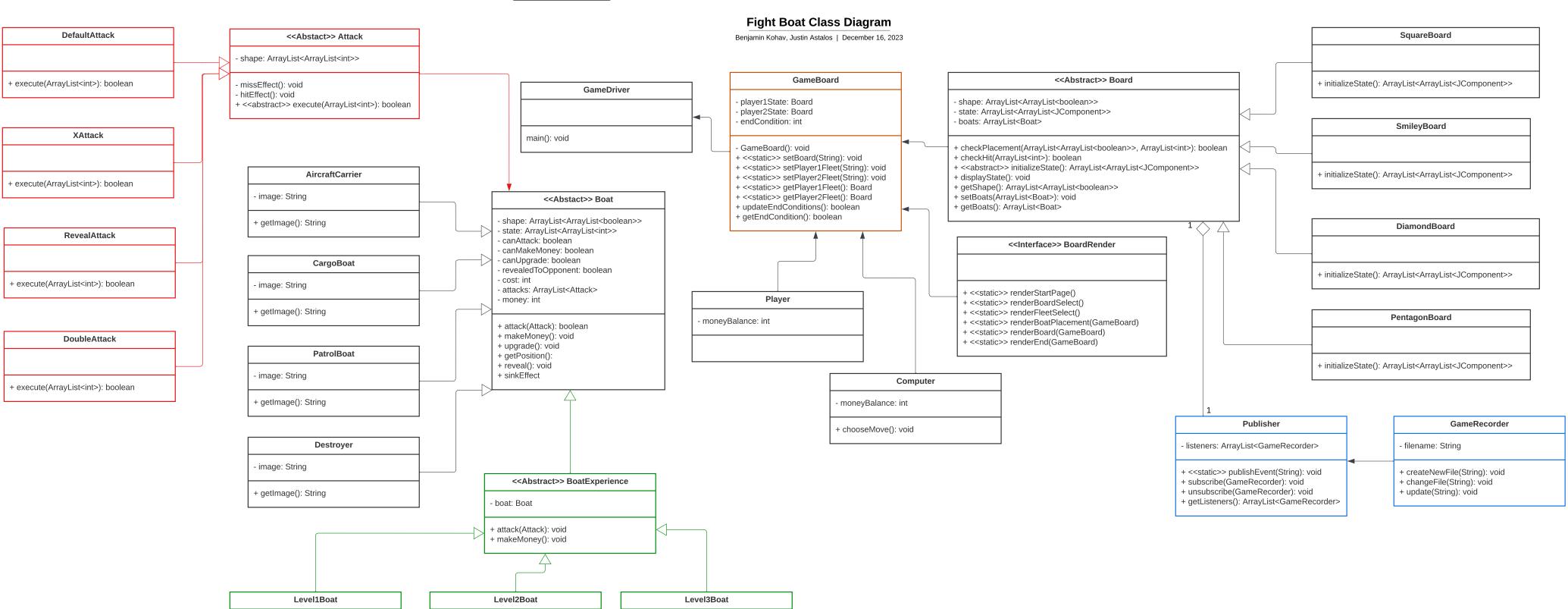
Patterns:
Singleton
Observer
Strategy
Decorator

+ attack(Attack): void

+ makeMoney(): void

+ attack(Attack): void

+ makeMoney(): void



+ attack(Attack): void + makeMoney(): void